VIGNETTE OF DEATH

Killennium Butcher

VIGNETTE OF DEATH

Introduction

Vignettes Of Death are brief ordeals set in *Kingdom Death: Monster*. Use components from the *Monster* core game to play this story. It is designed for a single play session. After the tale is told, its memory will change current and future campaigns.

Vignettes are ideal diversions from campaigns of *Monster*. Enjoy the game without unpacking your beloved settlement.

This vignette tells the story of four wish seekers at the dawn of a new killennium.

Contents

3 x Miniatures sprues
1 x Basic Action / Data card
1 x Killennium Butcher Trap! card
1 x Survivor Status card
2 x Strain cards
6 x Rare Gear cards
4 x Gear Grids
1 x Novel Weapon Proficiency card
1 x Passive Aggression panel
3 x Killennium Butcher AI cards
4 x Vignette Survivor cards
2 x Armor Set Bonus cards
1 x Strange resource card
1 x Terrain card
1 x Terrain tile

This book contains **Frozen Wish**, a vignette showdown between the wish seekers and the Killennium Butcher. This showdown is played outside a campaign. Through play, you can unlock the Killennium Butcher nemesis monster for use in your campaigns. Use the contents of this vignette and your core game. Assemble the miniatures and read this book before you play.

Killennium Butcher

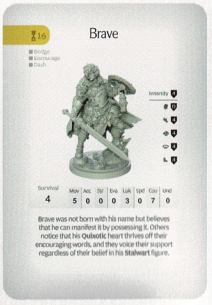
The Killennium Butcher is an extreme variant of the Butcher. Use the Butcher's monster decks along with the following modifications.

- This huge monster variant occupies 3x3 spaces. Treat zones and rules that demonstrate a 2x2 monster as a 3x3 monster instead.
- The showdown pages list new traits, attributes, and showdown setup rules. Replace the Butcher's details with the ones in this book.
- The Killennium Butcher has a new **Trap!** card. Replace it in the HL deck.
- The monster also has a new A card; add it to the AI cards before you create the monster's AI deck.
- Use the Passive Aggression panel to track the monster's damage tokens.

How to Play

Use the four survivor vignette cards to fill survivor record sheets for Brave, Forgot, Hollow, and Red. Vignette cards specify each survivor's current armor, survival, and insanity. They also list their permanent attributes, fighting arts, disorders, and other details of their life. Use the corresponding miniature and gear grid for each survivor.

Examine the gear grids to determine gear rules and bonuses that apply.

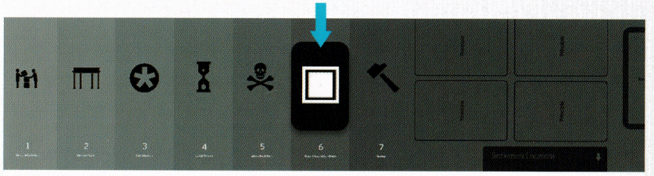


The Frozen Wish Vignette Showdown

To get started, 🕮 **Frozen Wish.** Use the vignette showdown page to set up the showdown between the wish seekers and the Killennium Butcher. The aftermath of this showdown branches into different endings depending on your outcome. Some endings will activate strains, leaving a lasting mark on your campaigns.

Strain System

Strain milestones represent moments of monumental achievement or preposterous luck. When these milestones are achieved, their consequences permanently alter the future of your *Kingdom Death: Monster* campaigns.



During the settlement phase, place any unreached strain milestone cards on the settlement board over the Check Milestones step.

When you reach this step, check your Milestone strain cards first. If you achieved a card's milestone condition, gain its **Permanent Effect** for your current and any future campaigns. Remove the card from your game. Do not use it again.

This vignette includes a **Timeworn Statue** terrain card, a curious feature found in the place of stone faces if you achieve the milestone condition of the **Brave Cocoon** strain card.

Killennium Butcher in your Campaigns

When you return to campaign play, if you have achieved the milestone condition of **Final Lantern Trophies**, the Killennium Butcher can be added to your campaign.

If you choose to add the Killennium Butcher, there is no going back. Update your settlement record sheet, replacing all ⚔ **Nemesis Encounter - Butcher (Lvl 2 and Lvl 3)** with ⚔ **Showdown: Killennium Butcher** of the same level. Use the Showdown: Killennium Butcher in this book. Defeating the Killennium Butcher in your campaign will add a novel weapon proficiency to your game.

Specialization

weapon proficiency, novel

You can use Cleaver Proficiency while **frenzied.**

When attacking with a cleaver, ignore one wound reaction during that attack.

Novel Weapon Proficiency

Novel weapon proficiencies allow survivors to grow their skills with unusual weapon types. These weapon types may not normally be selected to accumulate weapon proficiency levels. Only remarkable circumstances inspire survivors to train with these weapons.

After the harrowing battle, victorious survivors of the Killennium Butcher's onslaught may choose **Cleaver** as their weapon type and gain levels of weapon proficiency with this novel weapon. Mastering novel weapon types does not confer any benefits to other survivors in the settlement.

When survivors gain a novel weapon proficiency, they may select this weapon type and accumulate weapon proficiency ranks as normal.

Passive Aggression Panel

The monster's rage is chilling. When the monster gains a +1 damage token, place it on the panel to track the icy effects of the monster's hostility.

- Vignette of Death -

Frozen Wish

BY THE LIGHT OF THE FROZEN STAR, THE MONSTER WILL BE GRANTED A WISH. THUS ANOTHER AGE OF UNQUENCHABLE VIOLENCE WILL BEGIN. IF YOU DEFEAT THE MONSTER, BATHE IN ITS BLOOD, AND OFFER YOUR OWN WISH... PERHAPS YOUR DESIRES WILL BE HEARD.

THE FOUR SURVIVORS DRIFTED OFF INTO REVERIE AS THE WHITE SPEAKER FINISHED HER STORY. HER WORDS CLUNG TO THE WALLS OF THE CAVERN, CROWDING THE AIR. THE WHITE SPEAKER PRODUCED AN UNLIT LANTERN. ITS MENACING PRESENCE SNAPPED THEM FROM THEIR THOUGHTS.

SHE CONTINUED,
YOU WILL NEED THE STRENGTH OF FOUR TO WIN, BUT ONLY ONE WISH CAN BE GRANTED.

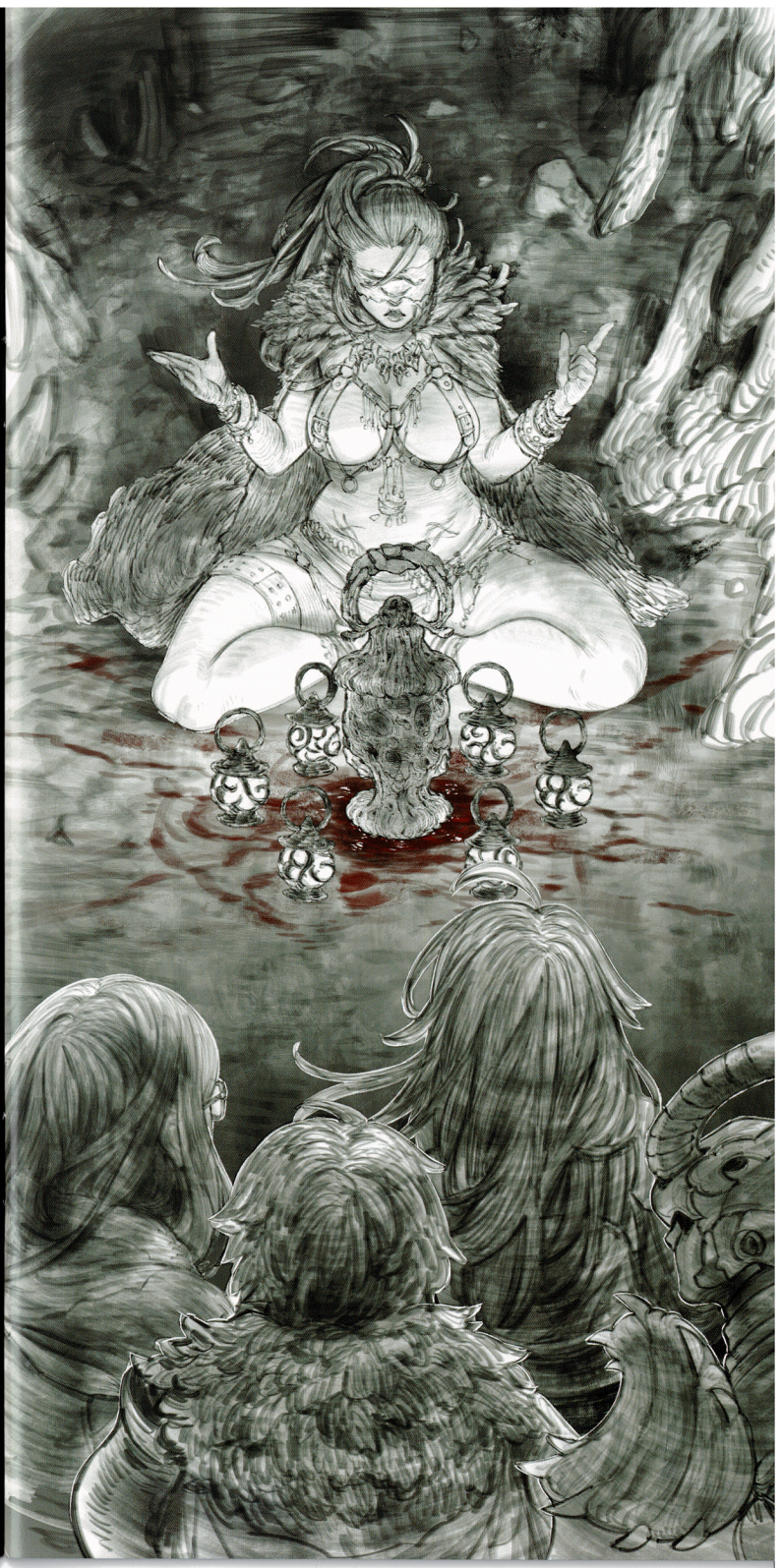
THEY FELT HER HIDDEN EYES FALL ON EACH OF THEM IN TURN.

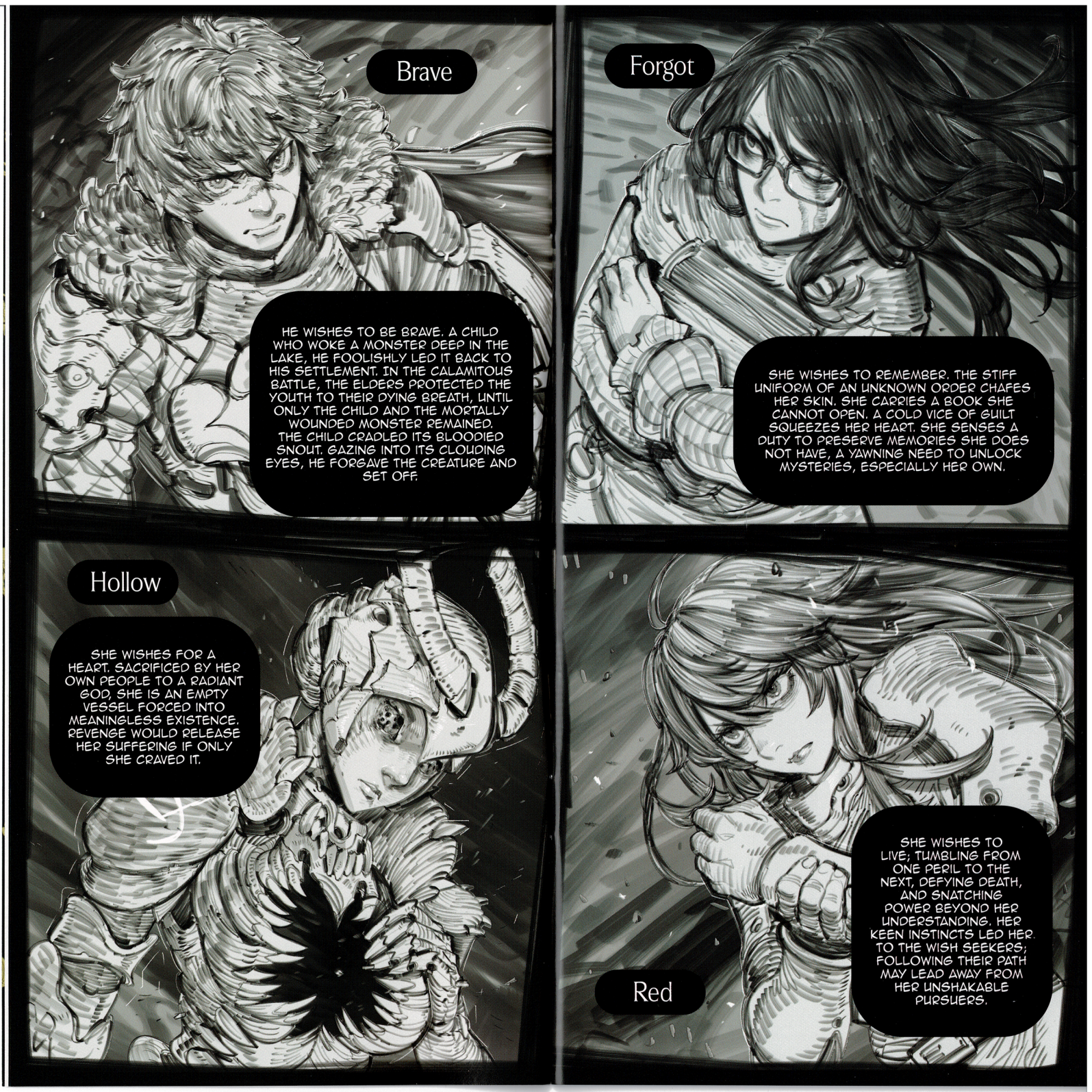
YOUR NAMES FOR THIS JOURNEY WILL BE ***RED***, ***HOLLOW***, ***FORGOT***, AND...

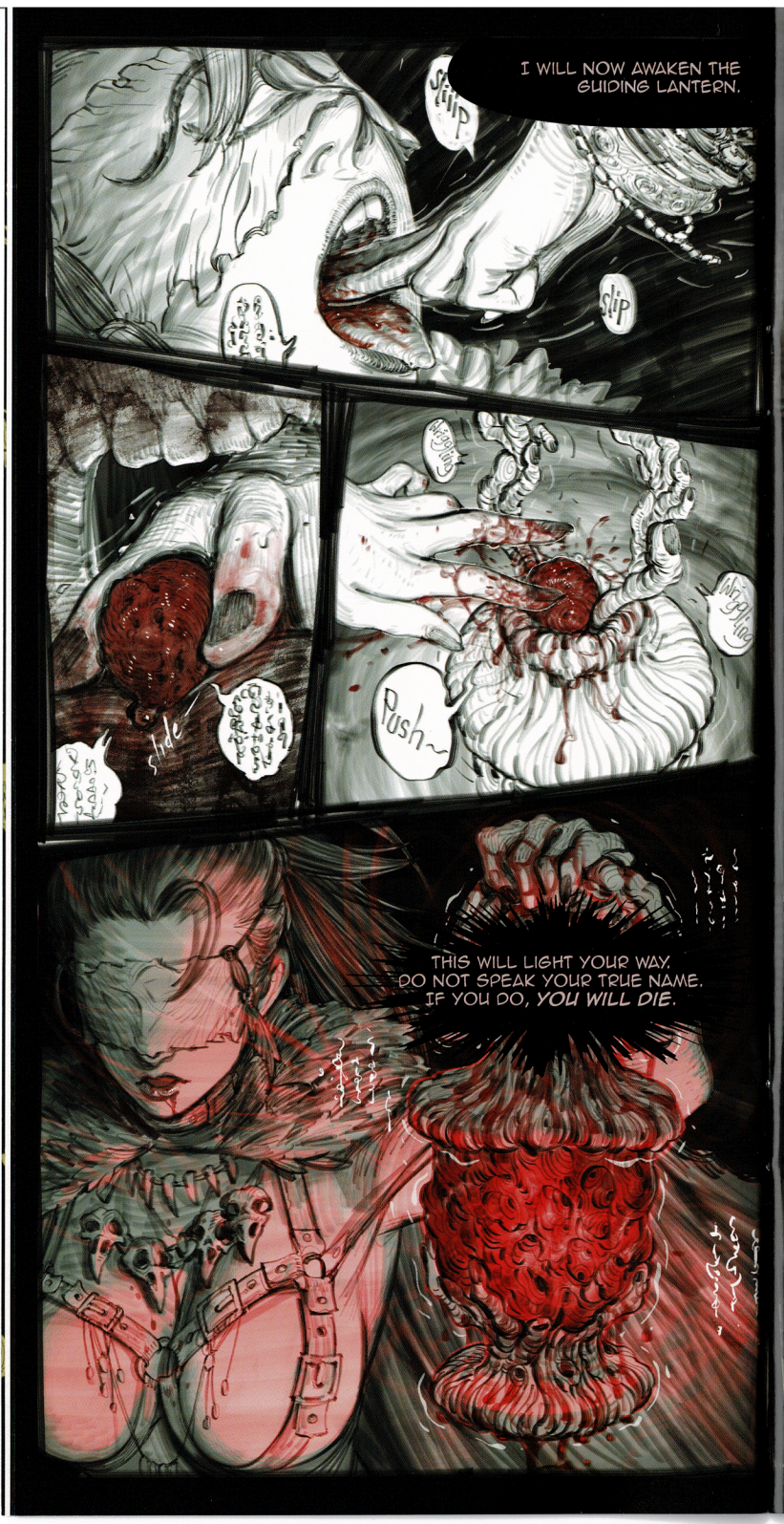
BRAVE!
THE LAST SURVIVOR CUT IN.

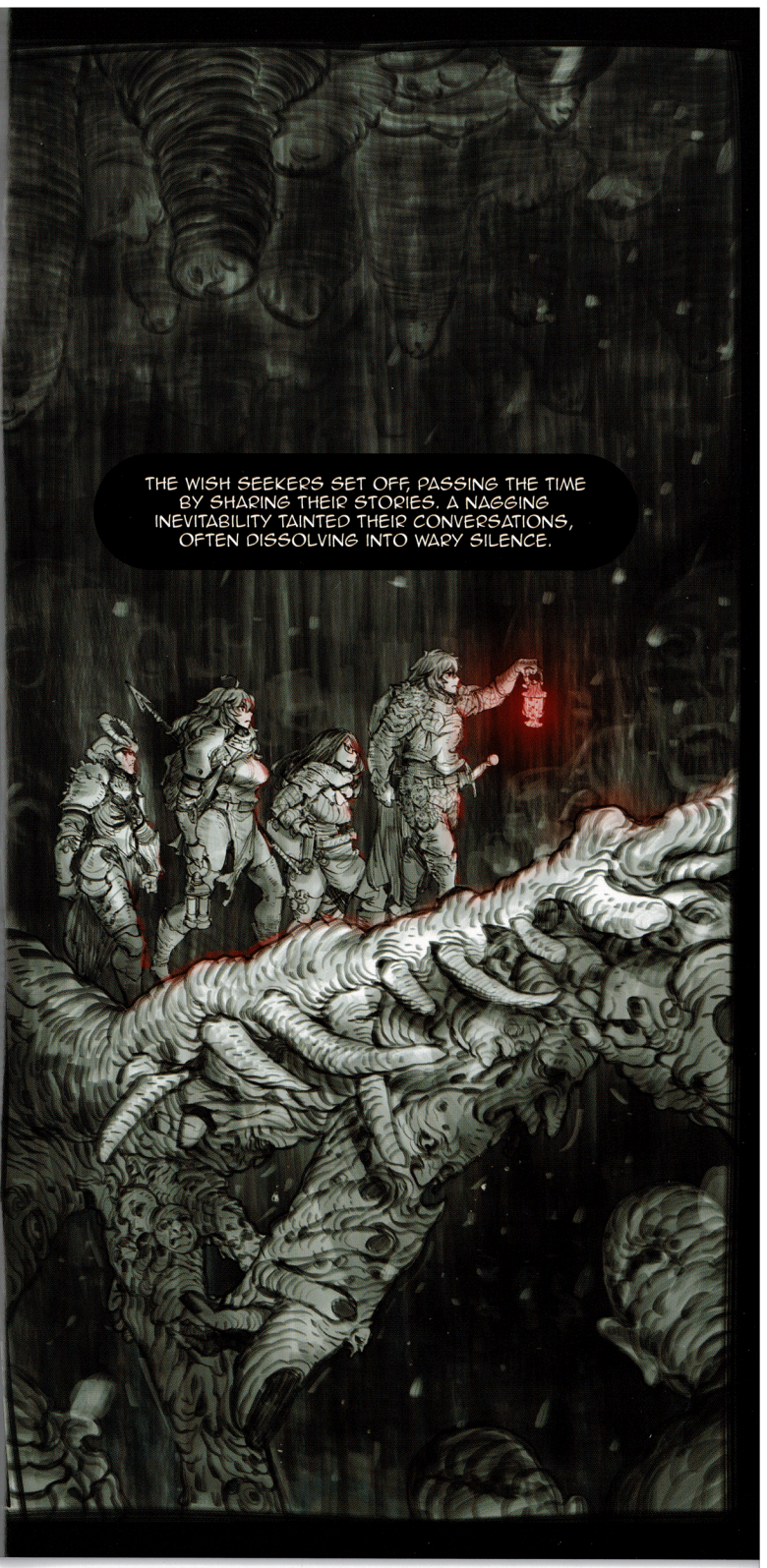
THE WHITE SPEAKER SHARPLY INHALED THE NAME, TASTING IT ON HER TONGUE.

... AND ***BRAVE***. BE CAREFUL. THIS STORY HAS NEVER BEEN TOLD; ITS OUTCOME IS UNKNOWN EVEN TO MY BLOOD.




Brave
HE WISHES TO BE BRAVE. A CHILD WHO WOKE A MONSTER DEEP IN THE LAKE, HE FOOLISHLY LED IT BACK TO HIS SETTLEMENT. IN THE CALAMITOUS BATTLE, THE ELDERS PROTECTED THE YOUTH TO THEIR DYING BREATH, UNTIL ONLY THE CHILD AND THE MORTALLY WOUNDED MONSTER REMAINED. THE CHILD CRADLED ITS BLOODIED SNOUT. GAZING INTO ITS CLOUDING EYES, HE FORGAVE THE CREATURE AND SET OFF.
Forgot
SHE WISHES TO REMEMBER. THE STIFF UNIFORM OF AN UNKNOWN ORDER CHAFES HER SKIN. SHE CARRIES A BOOK SHE CANNOT OPEN. A COLD VICE OF GUILT SQUEEZES HER HEART. SHE SENSES A DUTY TO PRESERVE MEMORIES SHE DOES NOT HAVE, A YAWNING NEED TO UNLOCK MYSTERIES, ESPECIALLY HER OWN.
Hollow
SHE WISHES FOR A HEART. SACRIFICED BY HER OWN PEOPLE TO A RADIANT GOD, SHE IS AN EMPTY VESSEL FORCED INTO MEANINGLESS EXISTENCE. REVENGE WOULD RELEASE HER SUFFERING IF ONLY SHE CRAVED IT.
Red
SHE WISHES TO LIVE; TUMBLING FROM ONE PERIL TO THE NEXT, DEFYING DEATH, AND SNATCHING POWER BEYOND HER UNDERSTANDING. HER KEEN INSTINCTS LED HER TO THE WISH SEEKERS; FOLLOWING THEIR PATH MAY LEAD AWAY FROM HER UNSHAKABLE PURSUERS.


I WILL NOW AWAKEN THE GUIDING LANTERN.
slip
slip
slide
Push~
THIS WILL LIGHT YOUR WAY. DO NOT SPEAK YOUR TRUE NAME. IF YOU DO, YOU WILL DIE.


THE WISH SEEKERS SET OFF, PASSING THE TIME BY SHARING THEIR STORIES. A NAGGING INEVITABILITY TAINTED THEIR CONVERSATIONS, OFTEN DISSOLVING INTO WARY SILENCE.

The lantern's path plunges into frost. Cold rises from the ground, aching in their battle-weary bones.

Ahead, snow settles on countless lanterns spread across the ground. Each lantern wears the torn face-flesh of its fallen holder. Its back to the wish seekers, the monster stands at the center, radiating bitter hostility.

The wish seekers draw their weapons.

Replace the Trap!; remove **Overpower** and add **Blast Chill** to the HL deck.
Add A **True Name** to the monster's AI before you build the AI deck.
Treat zones and rules that show a 2x2-space monster as 3x3.

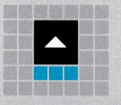
Level	B	A	L	Mov	Tgh	Spd	Dmg
2	9	6	-	5	13	+1	+1

S **Self-Aware** S **Scorn** S **Infectious Lunacy**
Tokens: +1 accuracy.

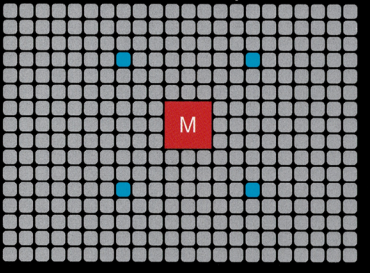
Instinct: **Menace**

The monster sweeps its withering gaze across the battlefield. Turn to face the most survivors. Survivors in the monster's facing suffer ★ brain damage.

Blind Spot



Showdown Setup



- Place the monster in the center of the board.
- Place survivors in the blue spaces.
- Use the Passive Aggression panel to track the Killennium Butcher's damage tokens.
- Survivors go first.

Aftermath

Victory

A harsh gray light washes over the carnage. This story has many endings. Turn the page; 🕮 **Wish Seekers** will determine your ending.

Defeat

Heaving with hate, the monster's inductive rage emanates crackling cold. 🕮 **Butcher's Ending**.

Wish Seekers

If Red dealt the killing blow,
🕮 **Red's Ending**.

If Forgot dealt the killing blow,
🕮 **Forgot's Ending**.

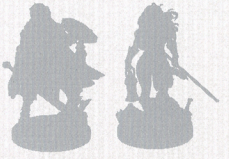
If Hollow dealt the killing blow,
🕮 **Hollow's Ending**.

If Brave dealt the killing blow,
the outcome changes based on
the other surviving wish seekers.

If Brave is the sole survivor,
🕮 **Brave's Ending**.

Otherwise, select one of the endings that applies.

🕮 **Brave + Hollow Ending**



🕮 **Brave + Red Ending**

🕮 **Brave + Forgot Ending**

- Story Event -

Memory Lock

Forgot pries at the corners of the tightly sealed book. Electricity arcs through her fingertips, searing pain rushing through her brain, racing along the paths of her missing memories. Fragments of incoherent recollections blaze through her steaming cerebral matter.

Unable to find a refuge in her mind, the engrammatic energy doubles back, bursting from the tome in scattering bolts of power.

Forgot unleashes **Engrammatic Lightning**.

Engrammatic Lightning

Roll 1d10 and add +1 to your roll result for each card in the hit location discard pile.

Roll	Result
1 - 8	Circuit overload. Her muscles seize painfully. Numbness spreads from her fingertips up to her mind. Forgot suffers 3 brain damage and loses 1 understanding. Then, if she has no understanding remaining, her mind is seared bare of all cognition. Dead.
9 - 14	Searing diversion. Discard a Mood in play.
15 - 21	Rattling recollection. The monster is knocked down. Discard a Mood and one monster attribute token in play.
22+	High voltage anamnesis. Discard all Moods in play. Discard one monster attribute token in play. Shuffle the HL deck. The monster is knocked down, skip the monster's next turn.

- Story Event -

Showdown: Killennium Butcher

Nemesis

Once, a fearful king sacrificed a willing princess to a craven dragon. A besotted knight hurried to rescue his beloved.

When the dragon reached its palace, the princess did not plead or resist for she was resigned to her fate. Instead, she marveled how her captor lived among the gleaming memories of nobler existence. A litany of questions spilled from her lips. The dragon was so amused that it did not eat her but made her a queen.

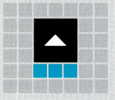
In time, the faithful knight reached the castle to rescue his princess only to find her and the monster in tender concord. Betrayal surged through his blood, adrenaline poisoning his heart until it broke in his chest. Every cell of his being vibrated with fury, collapsing under its own enormity. His body sucked the red-hot rage from the very air.

The knight charged his rival. The dragon melted the flesh inside his armor with just a pulse of power. Within the discarded husk, hate squeezed the charred heart until it pulsed to life.

Instinct: **Menace**

The monster sweeps its withering gaze across the battlefield. Turn to face the most survivors. Survivors in the monster's facing suffer ★ brain damage.

Blind Spot



Replace the Trap!; remove **Overpower,** and add **Blast Chill** to the deck. Add **A True Name** to the AI before you build the AI deck. Treat zones and rules that show a 2x2-space monster as 3x3.

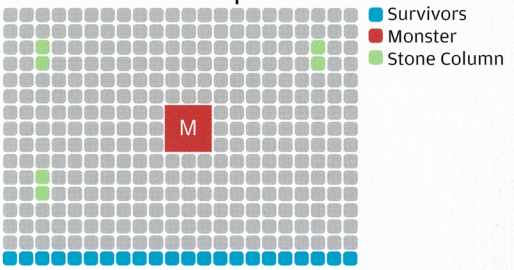
Level	B	A	L	Mov	Tgh	Spd	Dmg
2	9	6	-	5	13	+1	+1

S Self-Aware **S Scorn** **S Infectious Lunacy**
Tokens: +1 accuracy.

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	11	10	-	5	16	+2	+2

S Self-Aware **S Scorn** **S Infectious Lunacy**
S Indomitable **S Invincible** **S Berserker**
Tokens: +2 accuracy, +1 evasion.

Showdown Setup



Terrain & Deployment
- 1 Stone Column terrain card, set up in the green spaces
- 1 random terrain card, set up normally.
- Place the monster in the center of the board.
- Place survivors in blue spaces.
- Use the Passive Aggression panel to track the monster's damage tokens.

The survivors are defending their home; they go first.

Aftermath

Victory
Any victorious survivor may immediately select Cleaver weapon proficiency, regardless of Age milestones (any accumulated weapon proficiency ranks are lost when switching to a new weapon type).

+ 2 Hunt XP
+ 1 Weapon Proficiency Level or + ★ Cleaver Proficiency Levels
+ **Rewards**

Defeat
The temperature plummets, casting the settlement into a deep freeze. Survivors cannot endeavor this year. If the settlement does not have **Heat**, suffer-4 population.

Rewards

Sweat and tears freeze to the survivors' shivering skin. They each gain +2 courage. The monster vanishes in a frosty flash; in its place is a random **Trophy Lantern** rare gear.

Add the following rewards to settlement storage:

Level	Reward
2	1 **Killennium Cleaver** rare gear, 1d5 R **Broken Lanterns.**
3	1 **Killennium Cleaver** rare gear, 1 **Forsaker Mask** rare gear, 5 R **Broken Lanterns,** 1 SR **Cold Living Flesh.**

Red's Ending

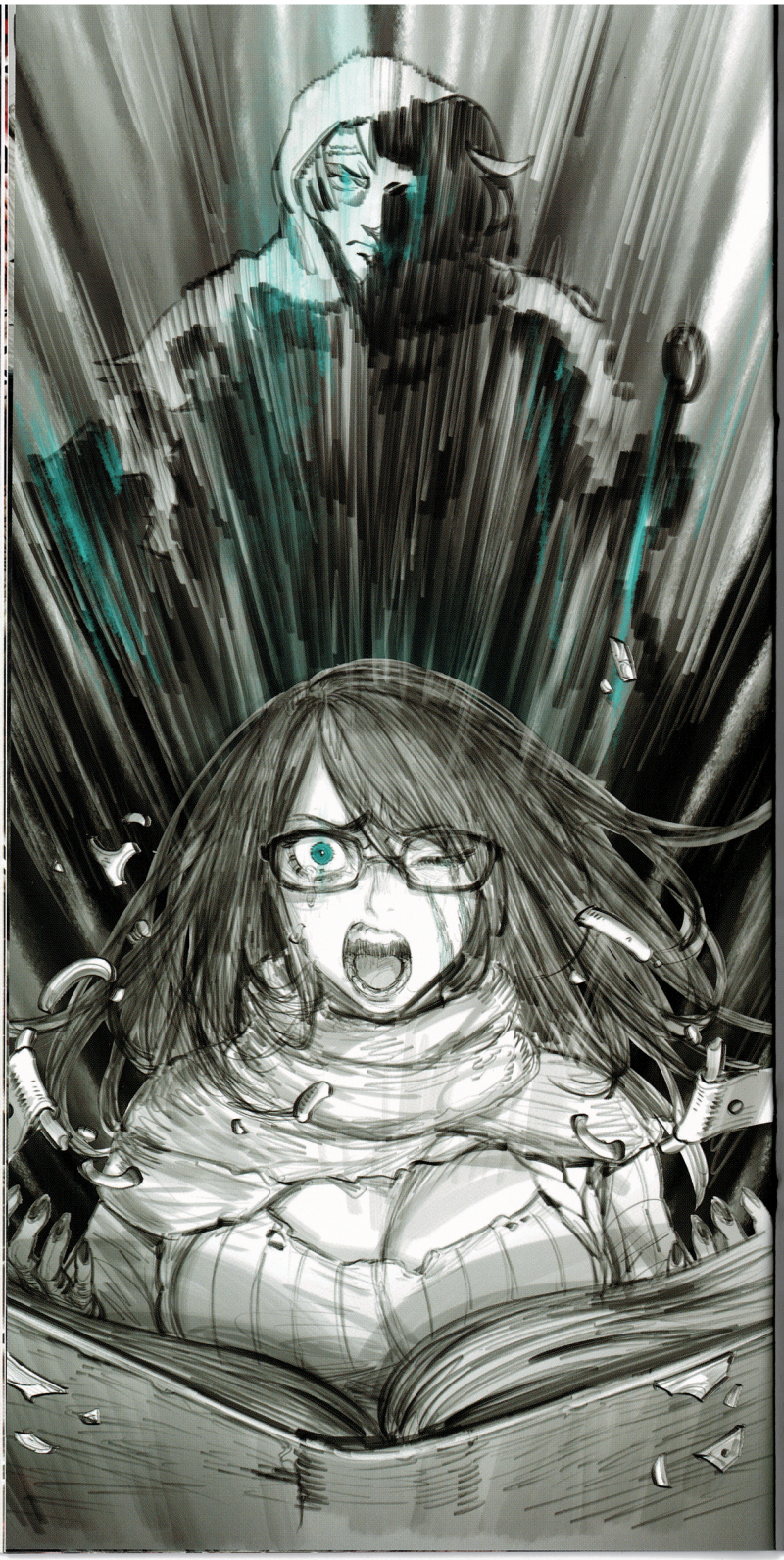
RED REACHED INTO THE MONSTER'S MAW, YANKING THE BLOOD PEARL, FEELING THE FREEZING HARD CENTER BENEATH THE HOT, STICKY PULP. SHE STUFFED IT INTO THE GUIDING LANTERN, UTTERING HER BREATHLESS WISH.

FLASHING WITH MENACE, A PATH OF BLOOD TRACED ITSELF IN AYA'S MIND.

SHE WOULD FOLLOW IT TO REACH HER CORONATION.

THRONGS WOULD GATHER AT HER FEET, THEIR VERY LIVES SURROUNDING HER LIKE A MANTLE OF PROTECTION. SHE WOULD RISE A QUEEN AND RULE WITH FEROCIOUS AMBITION. SHE WOULD FINALLY FIND HER SANCTUARY.

UNTIL THE TIME CAME TO RUN AGAIN.



Forgot's Ending

SHE STOOD IN THE MONSTER'S POOLING BLOOD AND BREATHED HER WISH.

HER MEMORIES SURFACED BACKWARD, SPIRALING OUT FROM THIS MOMENT. SHE IS BACK IN THE ORDER'S SANCTUM, UNWRAPPING THE HEAVY CHAINS FROM THE BOOK, UNSEALING THE MEMORIES SHE COULD NOT ENDURE.

THERE IN INDELIBLE INK IS ALLISTER. HER MOST TRUSTED FRIEND AND ALLY. THE TWIN SOUL OF SHARED PURPOSE.

UNBOUND IN THE PRESENT MOMENT, SHE STARES AT THE OPEN BOOK. THE KNOWLEDGE OF THE INEVITABLE FALLS ON HER HEART, CRUSHING THE BREATH FROM HER CHEST. SHE MUST FIND HIM AND END HIM.

WITH A HEAVY SIGH, SHE REACHES DOWN AND TURNS THE PAGE. SPIDERY LETTERS EMERGE.

Hollow's Ending

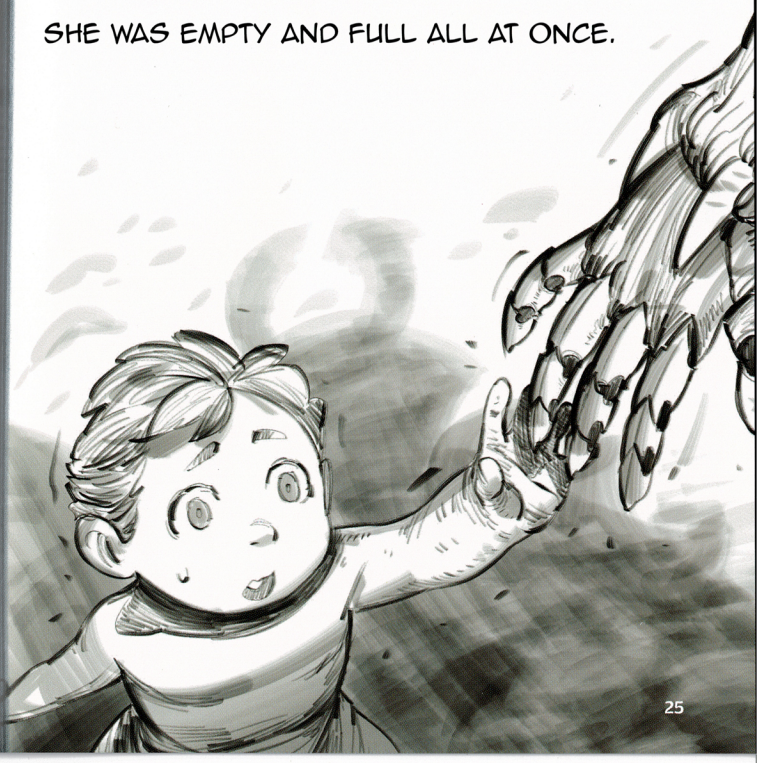
HOLLOW SUNK HER CLAWS INTO THE MONSTER'S CHEST, PRODUCING ITS STILL-BEATING HEART. SHE FORCED IT INSIDE THE HOLE OF HER CHEST. A SUDDEN PANG OF PITY CUT LIKE A BOLT OF LIGHTNING THROUGH THE EMPTINESS. SHE CRUMPLED TO THE GROUND, WAITING.

THE LAND EMBRACED HER, DECORATING HER STILLNESS WITH CLIMBING ACANTHUS, ITS DELICATE CONES OF WHITE BLOOMS BUZZING WITH JEWELED BEETLES.

WHEN SHE WAS FULL, THE SUBSTANCE OF HER WRIGGLED OUT FROM THE HOLLOW OF HER ARMOR, WIDE-EYED AND CRYING.

HER OWN TEAR-FILLED EYES LOOKED DOWN AT HERSELF REBORN, A KALEIDOSCOPE OF FEELINGS AND DESIRES. IT REACHED OUT ITS UNHESITATING HAND, AND SHE GRASPED IT IN HER HOLLOW ONE.

SHE WAS EMPTY AND FULL ALL AT ONCE.



Butcher's Ending

WITH BRISK EFFICIENCY, THE MONSTER PEELED EACH FACE FROM THE FLESH OF ITS ADVERSARIES. EXAMINING EACH TATTERED THING WITH ITS EMPTY SOCKETS, PLEASED WITH THEIR PRESERVED EXPRESSIONS, THE ABSENCE OF THEIR LIFE.

IT WRAPPED EACH FACE UPON ITS LANTERN, CREATING NEW TRACERIES OF LIGHT BEAMING FROM THEIR EYES AND MOUTHS UPON THE SNOWY GROUND.

WITH ITS WORK DONE, THE MONSTER RAISED ITS FACE TO THE SKY HOWLING ITS DESIRE. ITS FURY DROVE THE FALLING SNOW BACK UP ABOVE.

THE FROZEN STAR HEARD THE MONSTER'S WISH. WOUNDS MENDED AND VIGOR RETURNED. CRACKLING FROST SPREAD THROUGH THE GROUND BENEATH ITS FEET AS IT SET OFF INTO THE NEW KILLENNIUM.

Brave + Hollow Ending

BRAVE PLUCKED THE HEART-SHAPED INSIGNIA FROM HIS ARMOR AND SCRAWLED HIS NAME IN THE MONSTER'S BLOOD. HE PRESSED IT TO THE YAWNING RIFT IN HOLLOW'S CHEST.

HE PEERED UP INTO THE LIGHT OF THE FROZEN STAR, THEN TURNED AWAY IN DISGUST.

THERE IS NOTHING LEFT OF YOUR HEART BUT SORROW. I HAVE A NEW HEART FOR YOU. LET US FILL IT TOGETHER.

BRAVE LIGHTLY KISSED HOLLOW'S METAL CHEEK. SHE STARED BLANKLY AT HIM. THEIR SACRIFICE WASTED WITH AN EMPTY GESTURE.

YET, FOR A MOMENT, SHE COULD TASTE THE BILIOUS FLAVOR OF VENGEANCE. A FLUSH OF ANGER BEAT JUST ONCE INSIDE THE ERSATZ HEART.

THAT FEELING YOU HAVE RIGHT NOW? IT'S REAL.

BRAVE SAID WITH A CHASTENED GRIN.

WE WILL MAKE THIS HEART I GAVE YOU AS REAL AS THE ONE THAT BEATS IN MY CHEST!

Brave + Red Ending

BRAVE CRIED OUT TO THE FACE IN THE SKY.

WE DON'T NEED YOUR POWER! WE CAN FULFILL OUR WISHES WITH OUR OWN HANDS!

TURNING TO RED, HE THRUST HIS HAND OUT. SOMEHOW HIS PREPOSTEROUS DENIAL MOVED HER HAND BEFORE SHE COULD CONSIDER THE GALLING MEANING OF HIS CHOICE.

FIXING HER GAZE WITH A SMILE, HE PROMISED TO FULFILL HER WISH.

YOU WILL SURVIVE AS LONG AS I AM BY YOUR SIDE. FRIENDSHIP WILL BE OUR SANCTUARY!

SHE DOUBTED THIS WELL-MEANING BUFFOON, BUT FAVORS FROM ALL-POWERFUL ENTITIES WERE NOT ALWAYS A BOON. PERHAPS THIS WAS JUST ANOTHER NARROW ESCAPE.

Brave + Forgot Ending

DESPITE THE AGONIZING MOMENT IN WHICH THEY STOOD, BATHED IN THE SICKENING LIGHT OF THE FROZEN STAR, BRAVE SEEMED DISTRACTED. HE SEARCHED THE GROUND, LIFTING A LANTERN RING FROM A POOL OF BLOOD. HE MARKED IT WITH HIS NAME AND OFFERED IT TO HER.

SHE FELT THE DRIPPING RING, COLD WITH THE MONSTER'S BLOOD, PRESS INTO HER PALM.

AS LONG AS WE HAVE EACH OTHER, WE WILL MAKE NEW MEMORIES. FORGET THE PAST; LET'S FORGE THE PRESENT TOGETHER.

IT WAS HIM SHE HAD SOUGHT ALL ALONG. TEARS OF RELIEF POURED DOWN HER FACE.

AS THEY WALKED AWAY, SHE SNATCHED FURTIVE LOOKS AT HIS GRIN. HER MIND RACED TO JUSTIFY THE REASONS SHE HAD SEARCHED FOR THIS HAPLESS ALLY.

DEEP INSIDE HER BLIGHTED MEMORY, A NAGGING IMPULSE STRUGGLED TO FORM INTO AN IMPRESSION, THEN FIZZLED OUT.

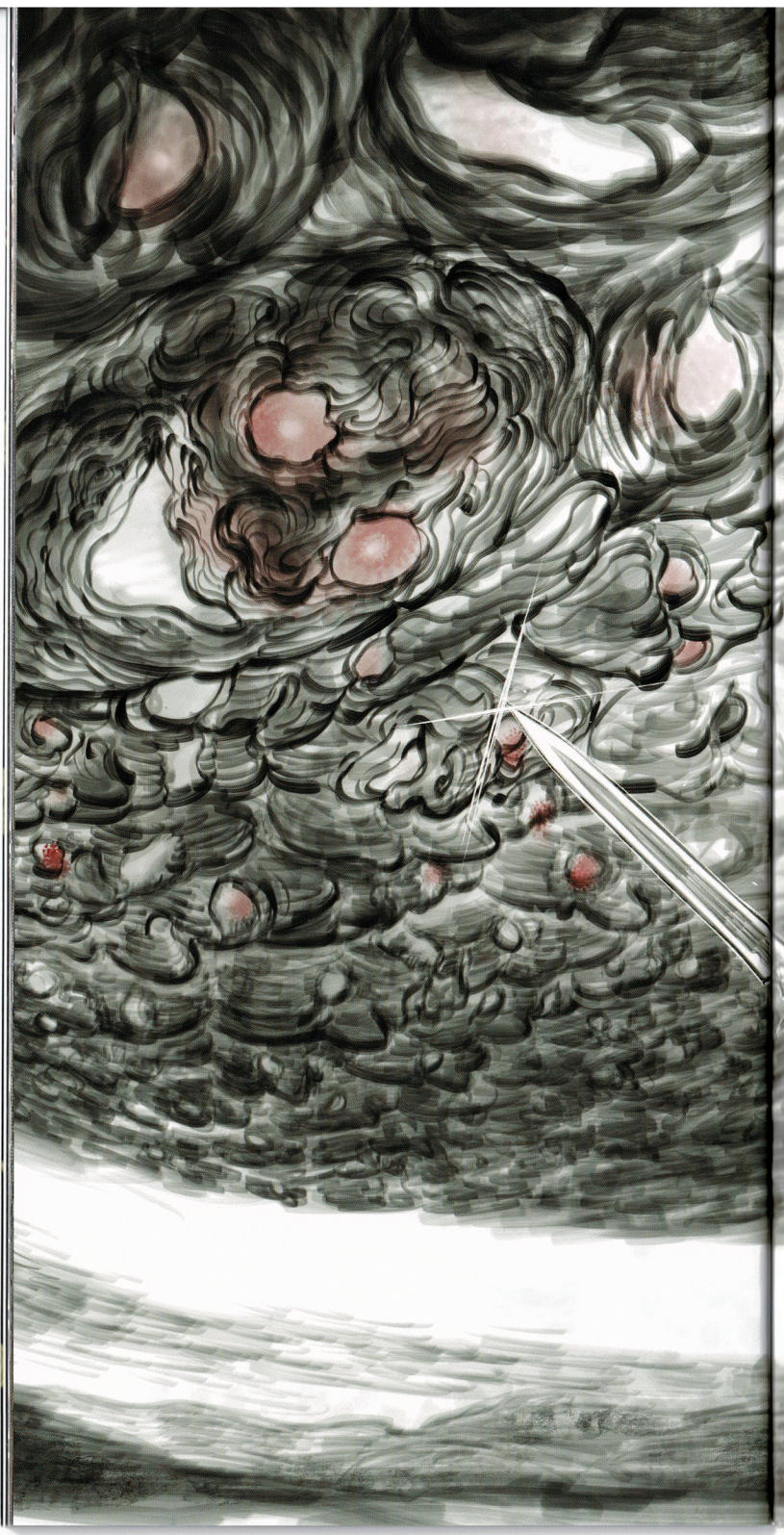
Brave's Ending

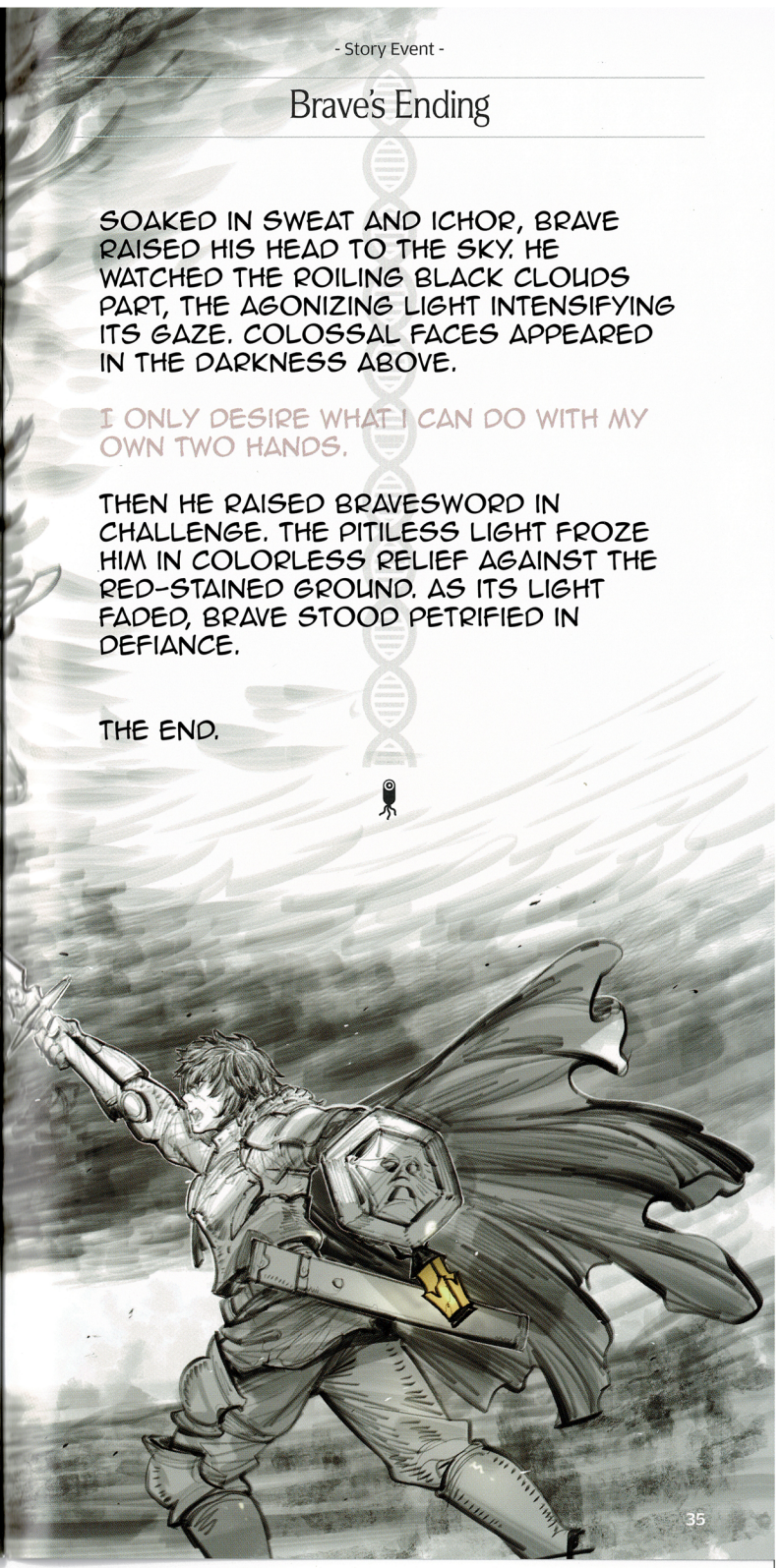
SOAKED IN SWEAT AND ICHOR, BRAVE RAISED HIS HEAD TO THE SKY. HE WATCHED THE ROILING BLACK CLOUDS PART, THE AGONIZING LIGHT INTENSIFYING ITS GAZE. COLOSSAL FACES APPEARED IN THE DARKNESS ABOVE.

I ONLY DESIRE WHAT I CAN DO WITH MY OWN TWO HANDS.

THEN HE RAISED BRAVESWORD IN CHALLENGE. THE PITILESS LIGHT FROZE HIM IN COLORLESS RELIEF AGAINST THE RED-STAINED GROUND. AS ITS LIGHT FADED, BRAVE STOOD PETRIFIED IN DEFIANCE.

THE END.





Killennium Butcher

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	9	6	-	5	13	+1	+1

S Self-Aware **S Scorn** **S Infectious Lunacy**
Tokens: +1 accuracy.

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	11	10	-	5	16	+2	+2

S Self-Aware **S Scorn** **S Infectious Lunacy**
S Indomitable **S Invincible** **S Berserker**
Tokens: +2 accuracy, +1 evasion.

Instinct: **Menace**

The monster sweeps its withering gaze across the battlefield. Turn to face the most survivors. Survivors in the monster's facing suffer ★ brain damage.

Basic Action

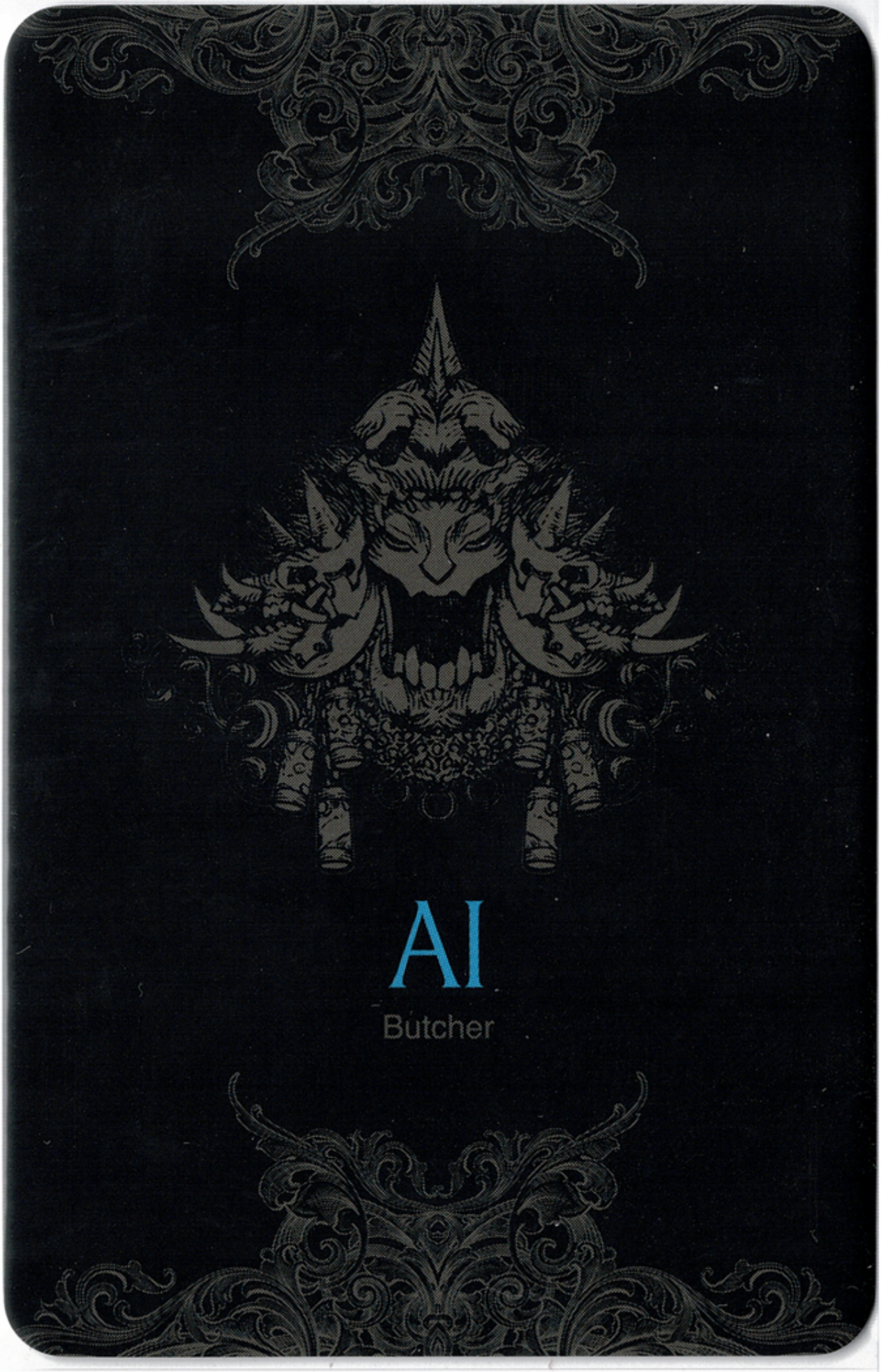
Pick Target

- **frenzied** survivor, in range
- closest survivor, in field of view
- no target: **menace**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	4+	1	**After Damage**

If you are **frenzied**, the monster devours your rage! You are no longer frenzied. Transfer any attribute tokens gained from frenzy to the monster, changing +1 strength for +1 damage tokens.


AI
Butcher

True Name

A

Pick Target

- survivor with fewest lunacy tokens
- no target: **menace**

Intimidate Target

The monster speaks your name! Suffer 3 brain damage and erase your name, or die.

If you are **Quixotic**, you cannot erase your name.

Self-Aware

S

Trait

At the start of each monster turn, reveal the top card of the AI deck. If it is a B card, discard it.

At the end of each monster turn, perform **Basic Action**.

Empty Vessel

S

- survivor status -

You cannot gain bleeding tokens.

If you would suffer a severe injury, instead ignore it and lose 1 at all hit locations.

When you have no armor points remaining at all, you cease to exist.

Scorn

S

Trait

The Killennium Butcher devours the intensity of passion from the very air. As it grows stronger, survivors suffer these chilling effects for each +1 damage token the monster has:

1	Chill. All survivors suffer -1 accuracy.
2	Cold. All survivors suffer -1 movement.
3+	Freeze. At the start of your act, gain either 1 or ⚡ but not both. Ignore this effect if you are **frenzied**.

HL

Butcher

Blast Chill

TRAP! - Reshuffle Hit Location Deck

All survivors are **doomed**.

The Killennium Butcher's coursing rage causes a sharp drop in temperature. The cold is shocking. All survivors within 3 spaces of the monster suffer **bash** unless they are wearing fur gear.

An ominous chill rises from the ground. All knocked down survivors are frozen with fear. They suffer ★ brain damage and cannot stand for any reason until the end of the next monster turn.

Perform **Basic Action**, target the attacker.

Specialization

weapon proficiency, novel

You can use Cleaver Proficiency while **frenzied**.

When attacking with a cleaver, ignore one wound reaction during that attack.

MASTERY

weapon proficiency, novel

At the end of your attack with a cleaver, suffer the **frenzy** brain trauma.

When attacking with a cleaver, if you draw a **Trap**, discard five other drawn HL to cancel the trap and shuffle it back into the deck.

Dragon Armor

- Completed Set Bonus -

Add 1 to all hit locations.

Leap: Spend 1⚡. You leap into the air! Place your survivor on an unoccupied space exactly 5 spaces away in a straight line, then activate a melee weapon and attack with +2 accuracy and +5 strength.

Dragon Armor

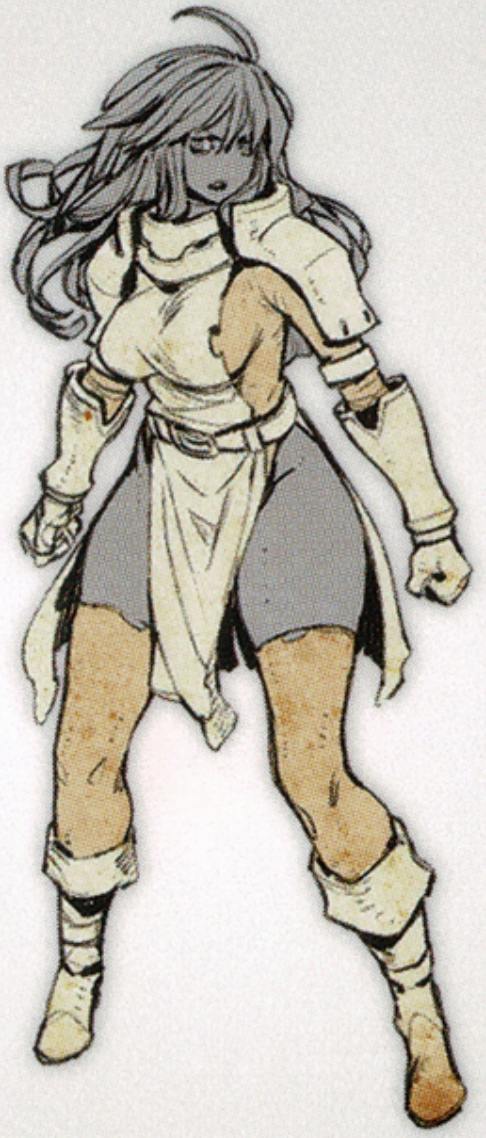
- Completed Set Bonus -

Add 1 to all hit locations.

Leap: Spend 1⚡. You leap into the air! Place your survivor on an unoccupied space exactly 5 spaces away in a straight line, then activate a melee weapon and attack with +2 accuracy and +5 strength.

Vagabond Armor

- Completed Set Bonus -



Add 1 to all hit locations.

You gain the benefits of Sword Mastery and Sword Specialization. The settlement does not gain the innovation (other survivors do not gain sword specialization).

Vagabond Armor

Requirements

You cannot gain the Vagabond Armor set bonus if you are wearing head armor or your settlement is **Barbaric**.

Tabard

/

Leather Cuirass /
Hard Breastplate

Leather Skirt

/

Leather Bracers /
White Dragon Gauntlets

/

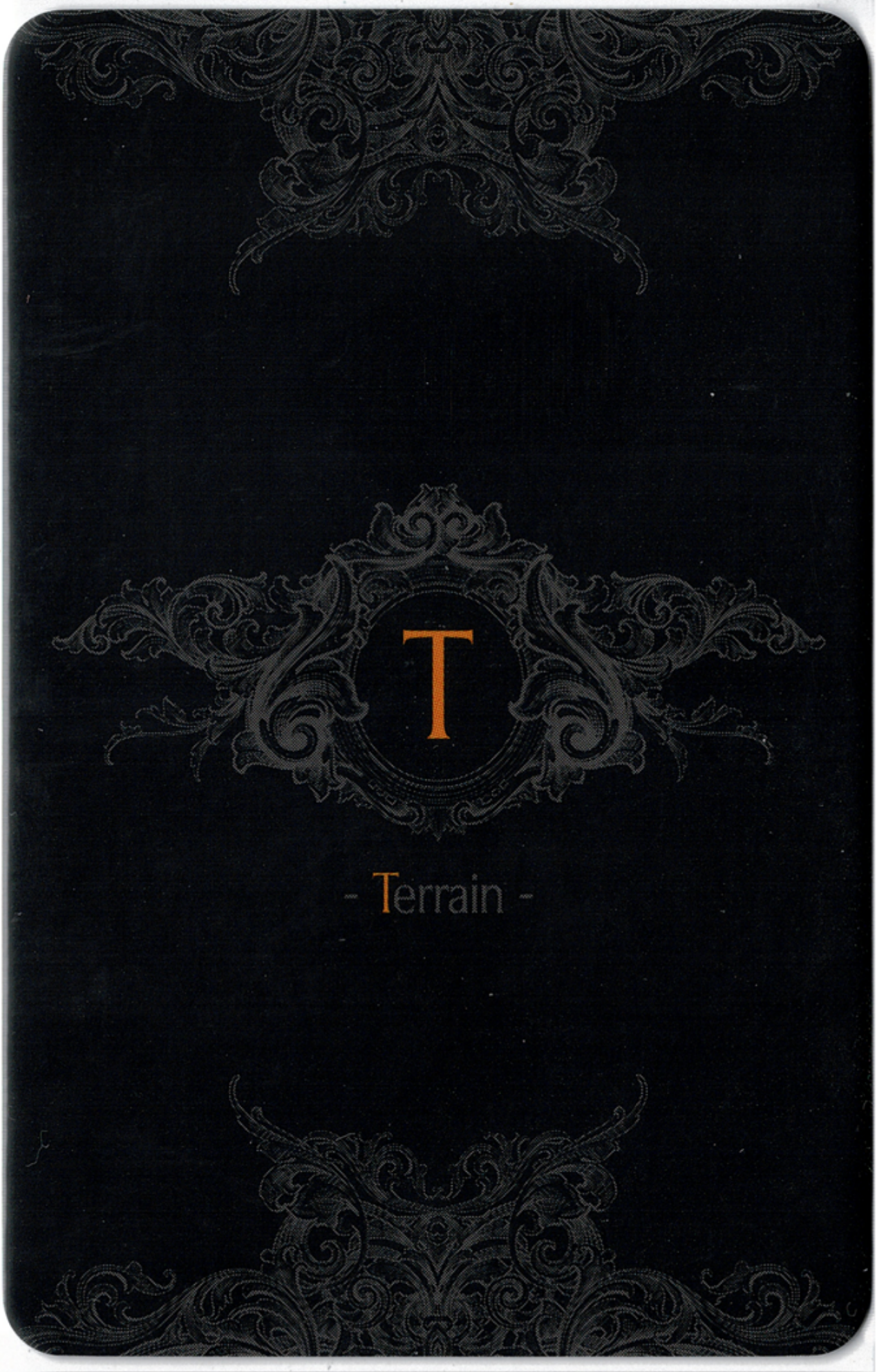
Leather Boots /
Cloth Leggings

- Strange Resources -

Cold Living Flesh

organ

Archive this to roll 1d10. On a 1, the flesh expands and devours you alive! Dead. Otherwise, the strange mass adapts to your malformed structure. Remove one of your permanent injuries.


T
- Terrain -

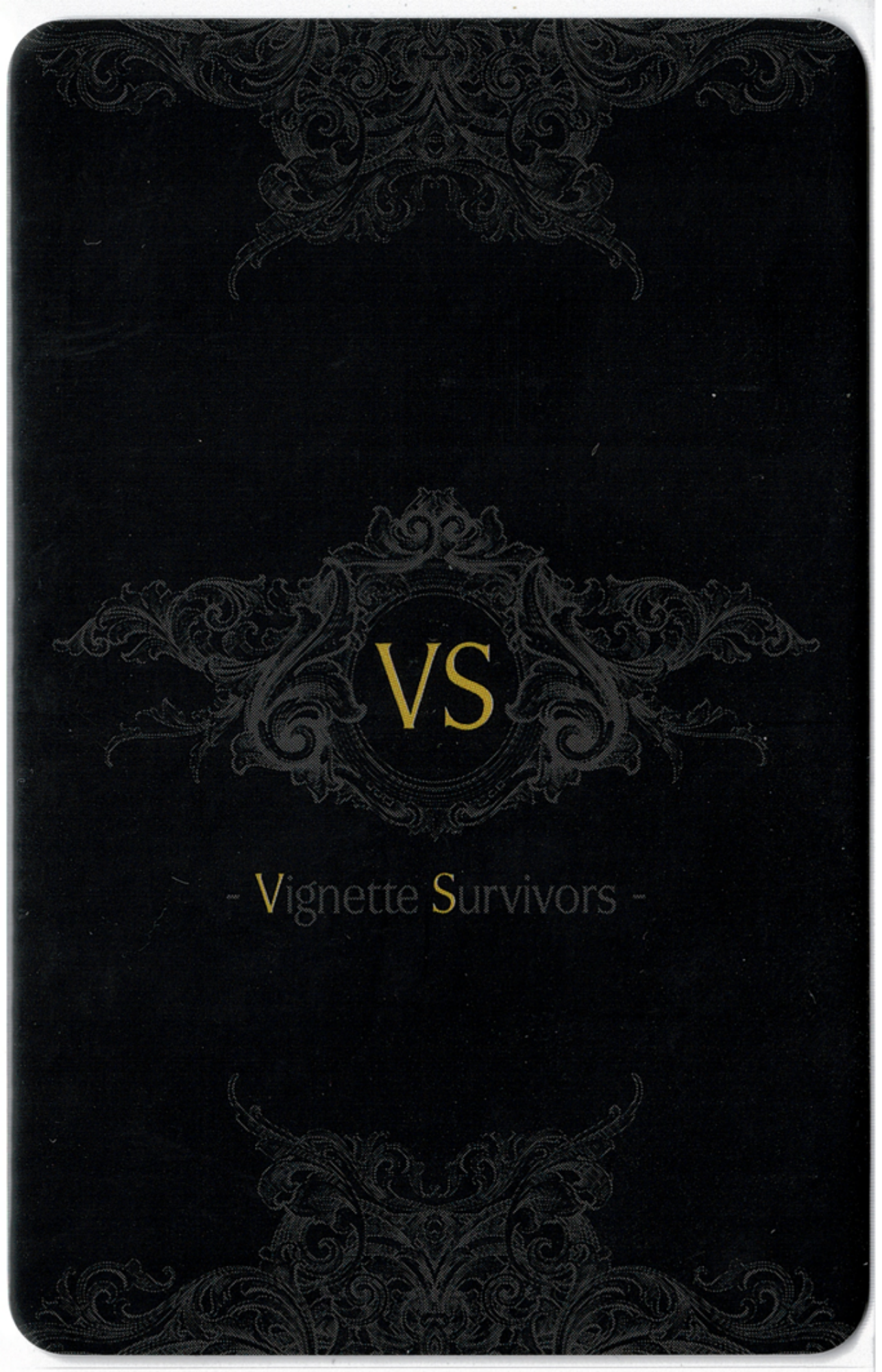
Timeworn Statue

Obstacle, Destructible

The statue radiates a sense of danger and is hot to the touch.

When this is archived, searing plasma explodes from within, drenching everything nearby. Survivors within 3 spaces of the terrain tile suffer ★ damage and roll 1d10. On a 9+, they notice quivering threads of nascent life coalescing in the statue's hollow remains and gain +1 understanding.

Set up at least 5 spaces away from all board edges.


VS
- Vignette Survivors -

16

Brave

- Dodge
- Encourage
- Dash

Insanity 4

	0
	4
	4
	4
	4

Survival	Mov	Acc	Str	Eva	Luk	Spd	Cou	Und
4	5	0	0	0	3	0	7	0

Brave was not born with his name but believes that he can manifest it by possessing it. Others notice that his **Quixotic** heart thrives off their encouraging words, and they voice their support regardless of their belief in his **Stalwart** figure.

16

Forgot

- Dodge
- Encourage
- Dash

Insanity 3

	3
	6
	3
	5
	5

Survival	Mov	Acc	Str	Eva	Luk	Spd	Cou	Und
5	5	0	0	0	0	0	1	5

Forgot was trained to leverage the vast knowledge of the forbidden library to **Analyze** her situation. She is lost in the darkness without her memories.

16

Hollow

- Dodge
- Encourage
- Dash

Insanity 1

	6
	7
	5
	5
	5

Survival	Mov	Acc	Str	Eva	Luk	Spd	Cou	Und
3	5	0	0	-1	0	0	0	0

Once a beautiful survivor flushed with youth, Hollow was surrendered in a grim ceremony. Now she is an aching emptiness yearning to be something more. In battle, her vacant form can withstand more than typical survivors.

16

Red

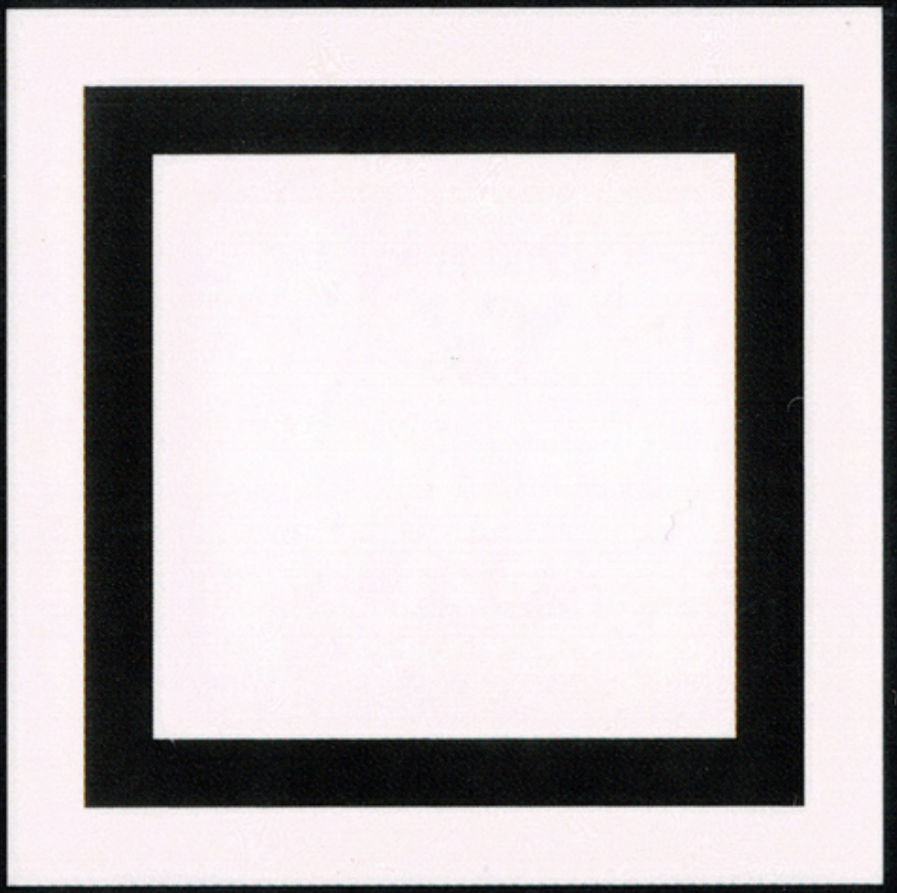
- Dodge
- Encourage
- Dash

Insanity 2

	3
	12
	4
	3
	4

Survival	Mov	Acc	Str	Eva	Luk	Spd	Cou	Und
5	5	0	0	0	0	0	5	2

Crafty and quick-witted, Red is a **spear** specialist (level 3) preferring to keep her enemies at a distance. Although she hails from a settlement with lofty **Romantic** principles, years spent on the run have taught her to be **Prepared** for any turnabout of fortune.



Final Lantern Trophies

- milestone -

▣ Milestone Condition

Resolve the 🕮 **Butcher's Ending** in the Vignette of Death: Killennium Butcher.

Permanent Effect

In its graveyard of lantern trophies,
the monster roars its wish into the sky.
Another age of rage is granted.
The Killennium Butcher stalks
the lands once more.

You may now face the Killennium Butcher in your campaigns. It replaces Level 2 and Level 3 of the Butcher Node 1 Nemesis.

Brave Cocoon

- milestone -

▣ Milestone Condition

Resolve 🕮 **Brave's Ending** in the Vignette of Death: Killennium Butcher.

Permanent Effect

Brave raises his weapon to confront
the arrogant star. His bravado is
forever transfixed in stone.

Permanently add T **Timeworn Statue**
to the terrain deck.

Rare Gear

Hollow's Light

item, lantern, trophy

-1 evasion

Ignore the first severe injury you suffer each round.

Forgot's Light

item, lantern, trophy

Sentient, Activation Limit 3

: Place the top card of the HL discard pile on top of the HL deck.

Brave's Light

item, lantern, trophy

When you are encouraged, gain +1 strength token. Limit once per round.

Red's Light

item, lantern, trophy

During the **Aftermath**, gain +1 weapon proficiency if applicable.

2

4+

5

Killennium Cleaver

weapon, melee, axe, cleaver, other

Paired, Irreplaceable

Gain +4 strength when attacking with this if you are **frenzied**.

2

4+

5

Killennium Cleaver

weapon, melee, axe, cleaver, other

Paired, Irreplaceable

Gain +4 strength when attacking with this if you are **frenzied**.

Ram Photophore
item, lantern, vegetable

Unique
Illuminating. The monster suffers -1 evasion while you are in its facing,

1 Tabard
item, cloth

Accessory
When you are encouraged, gain +1 insanity if your settlement is **Barbaric** or gain +1 survival if your settlement is **Romantic**.

3 Hard Breastplate
armor, leather, heavy

Outfit

- Ignore the first severe injury you suffer each showdown.

3 Leather Skirt
armor, set, leather

1 Cloth Leggings
item, cloth, set

Accessory
When you suffer the **Bleeding** or **Bloody Thighs** severe leg injuries, the leggings help staunch the bleeding. You instead gain 1 bleeding token.

Protean Charm
item, jewelry, other

Unique
Weapons in your gear grid gain all weapon type keywords.

Seasoned Monster Meat
item, consumable

When you **depart**, gain +3 survival.

- **Consume** : Gain +3 survival and +1 strength token. Limit, once per showdown.

Survival Spear
weapon, melee, spear, two-handed

2
6+
3

Reach 2, Unique
This gains a +1 strength token after each time the wielder performs a survival action.

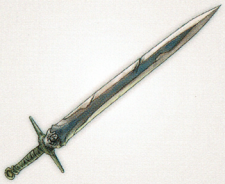
12 White Dragon Gauntlets
armor, set, ivory, metal, heavy

- When you **Sideswipe**, gain +1 accuracy and +5 strength for your next attack this turn.

Bravesword

weapon, melee, sword, metal

2 | 6+ | 6



Cobbled Vambraces

armor, metal, heavy

4

Spend a heart token to gain +3 strength the next time you attack.

Braveshield

weapon, melee, shield, heavy

1 | 8+ | 1

Slow
At the end of your act, you can spend a heart token to perform **Block 2** without spending .

Cobbled Plackart

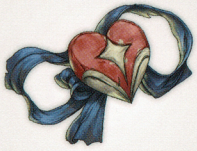
armor, fur, metal, heavy

4

At the start of your act, if you have 3+ heart tokens, gain +1 survival.

Heart of a Hero

item, badge, jewelry



Survivors may **encourage** you while you are standing. When you are encouraged, gain a heart token.

Cobbled Faulds

armor, metal, heavy

4

Life Elixir

item, consumable, stinky

Each showdown, the first time you would die from a severe injury, ignore that injury.

Cobbled Greaves

armor, metal, heavy

4

Spend a heart token to gain +1 speed the next time you attack.

Bandages

item

: Remove up to 2 bleeding tokens from yourself or an adjacent survivor.

3 Tattered Archivist Robe

item, order, other

Accessory
At the start of your act, if you are not **insane**, gain +1 insanity.

3 Leather Cuirass

armor, set, leather

Laurie's Lenses

item, frail, glass

At the start of your act, place the top card of the HL discard on top of the monster's HL deck.

6 Gloom Bracelets

item, jewelry, gloomy, fragile, heavy

Accessory
When you **depart**, gain +2 insanity. When you suffer a severe arm injury, archive this card.

Gloom Cream

item, consumable, balm, gloomy, stinky, other

When you **depart**, gain -3 Hunt XP, -1 understanding. If you have no understanding, die instantly.

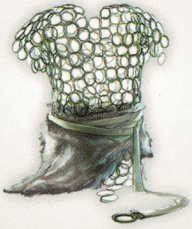
5 Lantern Greaves

armor, set, metal, heavy

+ 2 Movement

5 Lantern Mail

armor, set, metal, heavy



Locking Tome

item, order, other

Sentient

: Agitate the tome. End your act.
Memory Lock.

Memento Blade

1
4+
8

weapon, melee, sword, metal, finesse

After attacking with this weapon, reveal the top three cards of the HL deck and discard up to two non-Trap HL. Place remaining cards on top of the deck in any order.

3
7+
6

Sacrificial Fang

weapon, melee, dagger, bone

The first time you wound with this each round, add 1 to each hit location.

4

Dragonskull Helm

armor, set, bone, metal

Gain +1 to all severe injury roll results.
Ignore **shattered jaw** severe injury result.

4

Dragon Belt

armor, set, metal

You are not knocked down from suffering a heavy injury .

2

Green Ring

item, jewelry, amber

Unique, Accessory

The first time you are attacked each round, gain 3 to all hit locations if you are monster controller.

4

Dragon Mantle

armor, set, metal

At the start of the showdown, you beat your chest mightily and gain survival up to the survival limit.

1

Stoic Mask

item, mask, other

Accessory, Cursed
On **Arrival**, gain the **Empty Vessel** survivor status.

4

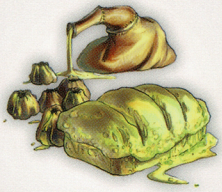
Dragon Boots

armor, set, metal

Gain +2 movement during your act.

Bird Bread

item, consumable, soluble



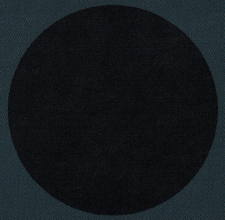
Consume: Once per showdown, add 1 to all hit locations. Gain **priority target** token. Roll 1d10. On a 1, reduce your survival to 0.

4

Dragon Gloves

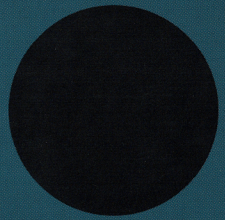
armor, set, metal

Scorn



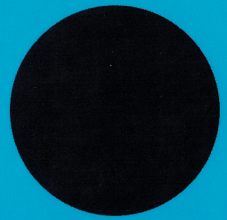
Chill

-1 Accuracy.



Cold

-1 Movement.



Freeze

Only gain 1 or ⚡.
Ignore if frenzied.